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begins with a journey...

LUNAR[®]

DRAGON SONG[™]

UBISOFT



NINTENDO DS

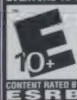
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nintendo
Wi-Fi
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NINTENDO DS[™]

LOST MAGIC



INSTRUCTION BOOKLET

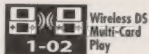
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TABLE OF CONTENTS

GETTING STARTED	4
CONTROLS	4
INTRODUCTION	6
PLAYING THE GAME	7
MAIN MENU	8
MONSTERS	24
CHARACTERS	25
VERSUS BATTLES	26
NINTENDO WI-FI PLAY	28
TECHNICAL SUPPORT	32
WARRANTY	INSIDE BACK COVER



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

To begin playing, insert the LOSTMAGIC™ Game Card into your Nintendo DS™ system and push the Power Button.

CONTROLS

The controls for this game differ depending on whether you are right-handed (hold the stylus in your right hand) or left-handed (hold the stylus in your left hand). Make sure that the Hand Settings (see page 5) are correct before starting to play. Whenever controls are mentioned in this manual, the default (right-hand) settings are referred to.



RIGHT-HAND CONTROLS

TOP SCREEN

L Button (hold): Display magic symbol; return to the main character's point of view.

Power Button: Turn the system ON or OFF.

+Control Pad: Scroll the screen.

START: Open the Pause menu.

X Button / Y Button / A Button / B Button: Move through dialogue.

BOTTOM SCREEN (TOUCH SCREEN)

Select from menus / confirm; draw Runes; give units orders; view unit information.

LEFT-HAND CONTROLS

When the Hand Settings are set to left hand the controls are as follows:

TOP SCREEN

Power Button: Turn the system ON or OFF.

+Control Pad: Move through dialogue.

R Button (hold): Display magic symbol; return to the main character's point of view.

START: Open the Pause menu.

X Button / Y Button / A Button / B Button: Scroll the screen.

BOTTOM SCREEN (TOUCH SCREEN)

Select from menus / confirm; draw Runes; give units orders; view unit information.

SLEEP MODE

Closing the Nintendo DS during play causes the unit to enter Sleep mode, reducing the amount of battery life consumed. Open the Nintendo DS again to exit Sleep mode and resume play.

INTRODUCTION

The memory of that day will surely live with me forever.

Jet-black clouds darkened the sky as wave after wave of vile monsters ravaged our quiet town. The people were thrown into panic and fear, running for their lives.

In the confusion and before I had a chance to think, I lost sight of my mother and father.

Overcome with fear, I fled deep into the old forest. I took no belongings, no food or drink.

I ran until I could run no more...

Finally, I fell to the ground, exhausted.



THE STORY

This is a story of the age ushered in by the passing of the Great Creator, divine architect of our world. The people were long protected by the Six Forms of Magic and the Seven Wands left to them by the Creator. The wielders of magic, Magicians, maintained law and order. The Seven Wands were entrusted to seven especially powerful Magicians, called Sages, and passed down from one generation to the next. Thus the power of the Creator was kept safe, and the many benefits of magic made the people's lives rich and easy. In this way, a thousand years of golden, blessed peace continued across the world.

But a fateful event was to forever change the world.

The Diva of Twilight, a Sage and keeper of the Wand of Balance, lost all hope in those she was charged to protect, the people. Disillusioned and angry, she called forth monsters – terrible creatures from another realm – into the world. The death knells of the golden age tolled across the land as the monsters ravaged towns and killed wantonly.

Many of the other Sages, the defenders of the people, succumbed to the power of the Diva. Hope, now little more than a flickering candle, was about to burn out completely.

THEN, A YOUTH BY THE NAME OF ISAAC...

Isaac, a 14-year-old boy separated from his parents amid the chaos enveloping the world, is found by a venerable Magician who lives deep in the old forest. Taking him as her student, the Magician begins the boy's training in magic.

Not long afterward, Isaac's father appears before him in the forest. Without saying a word he hands Isaac a Wand and then is gone.

"What did father want to say to me?" Isaac wonders.

His desire to find his father is about to spark a great adventure!

For this is the story of hope, however small, in a world ravaged by despair

PLAYING THE GAME

STARTING UP

1. Make sure that the Nintendo DS system's power is OFF and insert the Lost Magic Game Card into the Game Card slot, making sure that you insert it all the way.
2. Turn the Nintendo DS system's power ON. The screen on the right is displayed. Once you have read it, touch the Touch Screen.
3. On the Nintendo DS menu screen touch the Lost Magic panel to begin the game.

If your Nintendo DS system is set to Auto Mode the above operation is not required. See the Nintendo DS system user manual for more details.

⚠ WARNING - HEALTH AND SAFETY

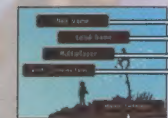
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.



MAIN MENU

From the title screen, touch the bottom screen to display the Main Menu. Touch the menu to select from the following:



New Game: Play the main game mode, Story mode, from the beginning. For one player.

Load Game: Continue a previously saved Story mode game.

Multiplayer: Use Nintendo DS wireless communications features to fight against other players. You can also use Nintendo DS Download Play to send a trial version to friends who do not own the game.

Wi-Fi Connection: Use the Internet to fight players all over the world.

Hand Settings: Select right- or left-hand settings for game controls.

STORY MODE

In Story mode, you take on the role of the young Magician Isaac and tackle a challenging adventure. Lead your monsters into battle and utilize an array of powerful magic to proceed.

COMMAND MONSTERS!

Isaac has the power to capture monsters and make them into companions who will fight alongside him. Command of these monsters is a vital part of battle.

DRAW RUNES TO CAST MAGIC!



Display the magic symbol and then draw a Rune to cast magic. Support your monsters through careful use of magic.



Hi there! I'm Parakeru. I'll pop up from time to time to help explain how to play the game. Ke-keru!



THE THREE GAME SCREENS

Story mode progresses through the interaction of three main screens.



Map Screen: Displays the world of Lost Magic. Move from location to location on this screen.



Sub Menu Screen: Edit units and items, and view information on magic here.



Field Screen: Once battles with the enemy start, they take place here. Use your companion monsters and magic to defeat your enemies.

MAP SCREEN

The Map screen displays various "spots" that represent locations. As the game progresses, more locations to visit become available.



New events or battles may occur even at spots you have already visited. Keru! Take a moment to backtrack!



Messages: Information about your current location.

Menu Icon: Touch this to open the Sub Menu screen.

Isaac's Location Spot



MOVING

Isaac can move to adjacent spots. Touch the spot that you want to move to.



EVENTS

Different colored spots appear to indicate that an event is about to occur. Once a conversation starts, touch the on-screen icon to move through the dialogue. In some cases you will be faced with a choice. Touch your decision to proceed.

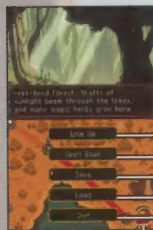


BATTLES

If enemy Magicians or monsters appear, the Map screen changes to the Field screen and battle begins (see page 16).

An event can also result in a battle.

SUB MENU SCREEN

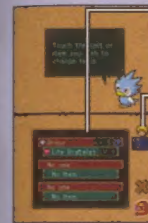


Touch the Menu icon on the Map screen to open the Sub Menu screen. Then touch one of the five menu options to proceed. Touch the Back icon to return to the Map screen.

- Line Up:** Select monsters to join you in battle and equip them with items.
- Spell Book:** View all the magic you have discovered.
- Save:** Save the game.
- Load:** Restart the game from a previously saved position.
- Quit:** Quit the game and return to the title screen.
- Back Icon:** Return to the Map screen.

THE EDIT SCREEN

Here you can select the monsters that will join you in battle and equip them with items.



Ally Unit Info:

- The upper bar primarily displays monster information.
- The lower bar displays basic information on equipped items.

Main Character Info Icon: Touch this to display Isaac's status on the top screen.

Unit Points (UP) Information: Your current UP total and maximum UP.

Remove Icon: Remove a touched unit from your lineup.

Back Icon: Return to the Sub Menu screen.

RULES FOR EDITING UNITS

A single ally unit consists of one to three monsters. Each unit can be equipped with one item. Each ally has a UP requirement that reflects its strength. The total UP used in editing your allies cannot be greater than Isaac's maximum UP. As Isaac gains levels, his UP increase and he can lead more and stronger monsters into battle.

EDITING UNITS

Touch an ally's info bar twice to display your ally list. Then touch the ally that you wish to insert to select it, and touch again to make the insertion.

NOTE: If another ally is assigned to that spot in the unit, the new selection will take its place.



ALLY LIST

Touch an ally's name to display its status on the top screen.

Change Page

Delete Icon: Part ways with the touched ally and delete him/her from the list.

Back Icon: Return to the Edit screen.



VIEWING STATUS

Touch the Main Character Info icon or ally info bar to display status on the top screen.

STATUS AND ATTRIBUTE ICONS



Attribute icons

This icon indicates attribute. The icons next to it display a unit's special characteristics, including:



Ground unit



Flying unit



Unit capable of purifying a Mana Crystal (see page 18)

ATTRIBUTE LEVELS

The higher the level, the stronger an attribute is.

Fire Attribute Level



Wind Attribute Level



Light Attribute Level



HP (Health Points)



Attack



Magic Attack



Water Attribute Level



Earth Attribute Level



Dark Attribute Level



Movement



Defense



Magic Defense



Note: Attribute levels are only displayed for Isaac.

BASIC CHARACTER INFO

- Name/Current level/Required UP
- Number of Allies
- Description
- Experience Gauge: This gauge increases with each battle. The character rises one level each time this gauge fills up.

VIEW ITEM DETAILS

Touch an item's info bar once to display item information on the top screen.

Item Name

Item Description

Delete Icon

Change Page

Item Level: The higher the item's level, the more effective it is.

Back Icon: Return to the Edit screen.

Item Type Icon: Shows which type of item it is.



HP item



Movement item



Attack item



Defense item



Magic attack item



Magic defense item

EQUIPPING ITEMS

Touch an item's info bar twice to display the item list. Touch the item that you want to equip to select it, then touch the item again to equip it.

Note: If a unit is already equipped with another item, then the new selection will take its place.

Luck plays a vital role in getting better items! Keru! High-level items are rare and much harder to find!

INCREASING YOUR ALLIES AND ITEMS



Use a Dark Rune (see page 23) during combat on the Field screen to steal an enemy monster and turn him into your ally once the battle ends. Dark Runes can be obtained from Leonard.

THE SPELL BOOK SCREEN



Magic that Isaac or opposing Magicians has used is all recorded in this book. The bottom screen displays a list of magic, and the top screen displays detailed information on the magic selected on the bottom screen.

Runes: Displays the Runes used for the magic and the order in which they must be drawn. Runes for magic that Isaac has not yet used are not completely displayed.

Magic Description

Magic Bar: Displays the number of the magic, its name, and the Runes it uses. Touch this bar to display more detailed information on the top screen.

Sort Icon: Touch to change how the displayed magic is sorted.

Back Icon: Return to the Sub Menu screen.

Change Page

SAVE



Save your progress in the game. Select a location to save by touching it.

NOTE: You can have up to three saved games. Writing over a location that has already been saved means the old data is lost and cannot be recovered.

LOAD



Load previously saved game data. Select a file to load by touching it.

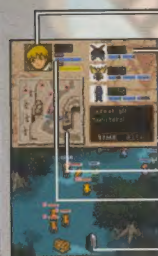
QUIT

Quit the game and return to the title screen.

NOTE: Any unsaved data is lost when you quit.

THE FIELD SCREEN

When a battle occurs on the Map screen or during an event, the action moves to the Field screen.



Main Character Info: Displays Isaac's current level, Health Points (HP) and Mana Points (MP). Health Points represent current health. If this falls to zero, you lose the battle. MPs represent Mana Points, which are consumed by drawing Runes.

Ally Unit Status

Victory Conditions for this Battle

Field Map

HP Gauge: Displayed above Isaac, allies, and enemy monsters. The gauge is reduced when damage is sustained.

Mana Crystal

Treasure Chest: Touch a treasure chest to obtain the item within.

READING THE FIELD MAP



The Field Map on the top screen displays useful information such as terrain details and ally and enemy positions. Refer to the map frequently, as it is invaluable during battle. The yellow frame on the Field Map represents the area currently displayed on the bottom screen.

MAP ICONS

Main Character		Allied Unit		NPC Unit	
Enemy Boss		Enemy Unit		Light Mana Crystal	
Dark Mana Crystal		Neutral Mana Crystal			

HOW TO FIGHT

On the Field screen, you control Isaac. Allied units fight automatically. You win a fight by giving orders to your allies and drawing Runes to cast magic. Once you fulfill the predetermined conditions for victory in a battle, you automatically proceed to the Results screen.

DEFEAT AND CONTINUES

If you fail to meet the victory conditions, or if Isaac's HP gauge falls to zero, you lose the battle. The Continue screen appears. Touch Yes to return to the Map screen immediately preceding that battle and restart the game. Touch No to return to the title screen.

RESULTS SCREEN



The experience acquired in battle is divided among Isaac and his companions on this screen. Information on items obtained, monsters you captured, and magic you used for the first time during the battle is also displayed.

In addition, the type of magic you used during the battle may change Isaac's attributes. Isaac's attributes affect which magic he is best with, so think carefully before drawing your Runes.

Touch the Next button on the bottom screen to return to the Map screen.

MANA CRYSTALS

Mana Crystals are the source of a magical power known as Mana. If either Isaac or an ally capable of purifying Crystals touches a neutral or Dark Mana Crystal, it is purified and becomes a Light Mana Crystal.

TYPES OF MANA CRYSTALS



Light Mana Crystal: This Mana Crystal increases Isaac's MP and slightly raises the HP of allies in its vicinity.



Neutral Mana Crystal: A Mana Crystal waiting to be changed to a Light or Dark Mana Crystal. This type of Mana Crystal does nothing in this state.



Dark Mana Crystal: This crystal increases the rate of enemy MP recovery and slightly heals the HP of enemies in its vicinity.

STATUS ABNORMALITIES

During battle, magic status abnormalities may befall Isaac or his allies. Although they will generally disappear after a certain period of time, these abnormalities can also be healed by magic. Status abnormalities should be dealt with as quickly as possible.



Burn (Fire Attribute): Lowers HP slightly.



Freeze (Water Attribute): Prevents movement for a predetermined period of time.



Poison: Decreases HP when the affected character moves or attacks.



Sleep: The affected character falls asleep and becomes unable to move.

PAUSE MENU



Press START during battle to open the Pause menu on the bottom screen. Touch your desired selection.

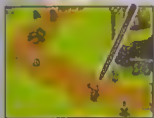
Retire: End the battle and return to the Title screen.

Resume Game: Restart the battle.

MOVING ISAAC AND ALLIES



Touch Isaac and then touch a destination to make him move there. Allied units fight automatically, but you can also order them to move to specific locations in the same way as you move Isaac. Touch a unit and then a destination to make the unit move there.



Touch Isaac...



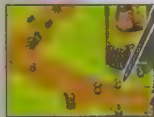
and then touch a destination!



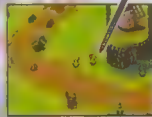
You can make your allies attack a specific enemy or move to a certain point! Keru!

GIVING GROUP ORDERS

It is also possible to give orders to multiple allies at once. Sliding the stylus across the Touch Screen makes a line appear. Encircle the units you wish to give a group order to with this line. The encircled units are all selected. Then, touch a destination to make them all head toward it.



Encircle some units....



and then touch a destination!

ABOUT SELECTED DESTINATIONS AND OBJECTS

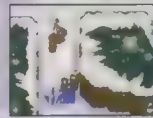
A unit responds differently depending upon what kind of object it is directed to. Note that Isaac can only attack with magic and cannot fight hand to hand.

If an enemy unit is touched...



the unit attacks that enemy.

If a treasure chest is touched...



the unit opens it.

If a Mana Crystal is touched...



it is purified.

VIEW UNIT STATUS

Touch a unit and its status will be displayed on the top screen. See page 12 for details on how to read a unit's status.



SCROLL THE SCREEN



You can use the +Control Pad to scroll the screen and view the entire battlefield. If the Hand Setting is set to left hand, use the A Button (right), B Button (down), X Button (up) and Y Button (left) to scroll the screen.

USING MAGIC

Hold down the L Button (or the R Button if the Hand Setting is set to left hand) to display the magic symbol on the bottom screen. Draw Runes on the symbol and then release the L Button (or R Button for the left hand setting) to cast various types of magic at the cost of MP.



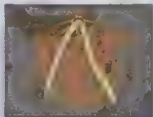
NOTE: If you draw a Rune incorrectly, a buzzer sounds and the magic symbol vanishes.

Runes List: Displays the shape of the Runes that you can use and the MP required to use them. Runes that cannot be used due to lack of MP are not displayed.

Magic Symbol: Use the stylus to draw Runes on top of this.



Hold down the L Button to display the magic symbol...



...draw a Rune on top of it...



...and then release the L Button to use the magic!

RELEASING MAGIC

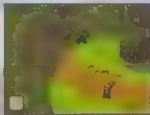
If you draw a Rune correctly and successfully activate magic, you must then indicate on the activation screen the target or area against which you wish to use it. Controls for activation differ depending on the magic being used, so pay attention to the description on the top screen and the activation icon on the bottom screen. The main types of icon and the required controls are explained below.



Direction: For fireballs and other such magic, simply use the stylus to indicate the direction in which to launch the attack.



Area: Slide the stylus to draw a circle around the area to be affected by the magic.



Unit/Location: For magic that affects a single unit or specific location, touch the target itself.



Unit:



Location:



Line: Slide the stylus to draw a line along which the magic will take effect.

As the game progresses, you will learn magic that can only be activated by drawing two Runes consecutively! Keru! But that's all I'm telling you now. The rest, along with a few other exciting developments, is a surprise! Ke-keru!

ATTRIBUTES AND BASIC RUNES

All magic has attributes, which oppose each other as shown below. Units also have attributes, which means strategy is important when planning which magic to use. As the game progresses, you learn other Runes in addition to those introduced below.

	Fire			Water
	Wind			Earth
	Light			Dark
	No opposition			

- Fire Rune:** Launches a fireball that damages enemies. This is the first step to powerful attack magic.
- Water Rune:** Launches a chilling chunk of ice that freezes an enemy in its tracks.
- Wind Rune:** Launches a gust of wind that pushes enemies back.
- Earth Rune:** Forms a wall along the line you draw on the ground. The wall can block enemy attacks.
- Light Rune:** Uses holy light to restore Isaac's or an ally's HP.
- Dark Rune:** Creates, in the touched location, a trap that can seal and capture monsters.

MONSTERS



ORKUS

A pig-like monster with plenty of brute strength for close-quarters combat. Orkuses were created in vast numbers by evil Magicians in the past Great War. Although they have some intelligence, they know only battle and are driven simply to destroy.



MISTY MUSH

A mushroom-like monster often found in the Wet-Wood Forest. Misty Mush gives off a fantastically tasty aroma to lure an opponent, then attacks with a vicious head-butt. What's more, those who actually succeed in eating a Misty Mush discover that they really don't taste that great.



GNOME

A mystical being born from Earth Mana. A Gnome looks a bit like a mouse, and it attacks by shooting out its sharp, rock-hard ears. Don't let that cute exterior fool you – Gnomes are hardheaded and stubborn.



DEATH FISH

This relentless killer is highly sensitive to the smell of blood. A Death Fish loves fighting and is especially at home in water. Those glistening rows of razor-sharp teeth can cut through anything, but its arms are useless.



WYVERN

A modification of the most powerful of monsters, the Dragon. A Wyvern's tail can deliver potent poison as well as a powerful physical blow. Its huge wings are not just for show, either, so watch the skies, lest one suddenly swoops down on you.



GHOST

The rage of the departed given semi-corporeal form, a Ghost is said to be summoned from the ether-realm by the most powerful Dark Magician ever. Physical attacks do little against a Ghost.



GIGANT

A rock-hard guardian created to protect Temples. The perfect soldier – loyal, strong, and hardworking. If you are looking for an ally to cower behind, look no further.

CHARACTERS



ISAAC LIGHTBRAD

The hero of this story. This inquisitive Magician-in-training aims to become even stronger than his father. He loves green apples.



TRISTA WINDELL

A Magician who is often found with her staff stolen and monsters in hot pursuit. Although she can be a little harsh at times, she is a kind person at heart.



PARAKERU

A rare little bird who understands human speech, he is friendly and easy to get along with. He also thinks that Isaac's head is a nest.



RUSSELL LIGHTBRAD

Isaac's father. He is somewhat stern and harsh but believes in justice above all else. He also has a very big secret.



DIVA OF THE TWILIGHT

One of the Seven Sages, the protectors of the world. Having fallen into despair with human ways, she has decided to wipe them out using her magic.



LEONARD DAVIA

A Magician especially skilled at controlling monsters. He often shows up to help Isaac, but his motives remain unknown.



HANNA ARLENT

An old Magician who found Isaac exhausted in the forest one day and took him in as her pupil. She thinks of Isaac like a grandson.

VERSUS BATTLES

SETTING UP FOR WIRELESS LINK PLAY

Set up wirelessly linked play as follows.

Required Items:

Nintendo DS system 2

Lost Magic Game Card 2

Steps: 1. Make sure that power to your Nintendo DS is OFF, then insert the Lost Magic Game Card.

2. Turn on your Nintendo DS. The DS Menu appears.

3. Touch Lost Magic.

NOTE: See page 28 for more details on how to establish a Wi-Fi connection.

STARTING LINKED PLAY

Select Versus Battle from the Main Menu to display the following options. Touch one to select it.



Duel: Use the Nintendo DS wireless communications features to fight a Versus battle using the character you have developed in Story Mode. You can only play this mode if you have Story Mode saved data. The results of the duel are also saved.

Free Duel: Use a separate, pre-existing character to fight a duel. You do not need saved data to fight a Free Duel, but the results are not saved.

Send Demo: Use the Nintendo DS Download feature to send a trial version of the game to a friend's Nintendo DS system.

DUEL AND FREE DUEL

Duel and Free Duel are both two-player modes. Each player requires a Nintendo DS with a Lost Magic Game Card inserted. The action takes place on the Field screen. Control your character and allied units and defeat your opponent's character to win.

NOTE: Opponents you fight in Duel or Free Duel are automatically added to your Friend List.

CHARACTER SELECT AND LINK CONNECT



When playing in Duel mode, select the saved data containing the character you wish to use. When playing in Free Duel mode, simply select a character from those displayed. Then, one player touch Wait and the other touch Challenge to begin linked play.

NOTE: The characters available in Free Duel mode increase as you progress through the story.

MAP SELECT AND UNIT EDITING



If linkage is successful, the Map Select screen appears. Select the map of the location where you wish to duel. If you and your opponent select different maps, then a map is selected randomly.

Once the map has been selected, you can edit your units (see page 11). Once both players have done so, the battle begins.

SENDING A TRIAL VERSION



Use the Nintendo DS Download feature to transmit a trial version of Lost Magic to a friend. The Nintendo DS with the Lost Magic Game Card inserted functions as the server unit, and the one to which it is sent as the client.

Server: Select Send Trial, then select the client to send the trial version to by touching it. Data transmission begins.

Client: Touch DS Download Play from the DS menu, then touch Lost Magic and follow the on-screen instructions. You can play the trial version until you turn off your Nintendo DS.

NINTENDO WI-FI PLAY

Select Wi-Fi Connection from the Main Menu to bring up a list of the options described below. Touch one of the options to select it.



Wi-Fi Battle: Establish a Nintendo Wi-Fi connection and go head-to-head against other Lost Magic players anywhere in the world.

Wi-Fi Settings: Change your Nintendo Wi-Fi connections. See the separate Nintendo Wi-Fi Connection Guide Book for more details.

Friend List: Add other players to your Friend List so you can quickly start a match against them when using a Nintendo Wi-Fi connection.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, or email or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection gameplay is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction booklet included with this game for directions on setting up your Nintendo DS.

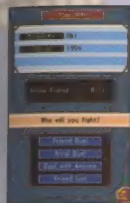
To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband internet account.

If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

WI-FI DUEL



After establishing a Nintendo Wi-Fi connection, you can play a two-player game against another player.

SELECT CHARACTER AND OPPONENT

First select a character from the Character Select screen in the same way as in a linked Duel or Free Duel (see previous section). Then, use one of the three methods listed below to locate an opponent. (This is where you can open your Friend List.)

FINDING OPPONENTS

Friend Duel: Select an opponent from your Friend List.

Rival Duel: Select an opponent close to your own strength.

Duel with Anyone: Select from all possible opponents.

MAP SELECT AND UNIT EDITING

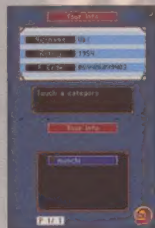
Once you find an opponent, the Map Select screen appears. Select the map where you want to duel. If you and your opponent select different maps, then a map is selected randomly.

Once the map has been selected, you can edit your units (see page 11). Once both players have done so, the battle begins.

FIGHTING A WI-FI DUEL

The action takes place on the Field screen. Control your character and allied units and defeat your opponent's character to win. Winning a duel increases your rating.

FRIEND LIST



Adding players to your Friend List allows you to find and battle them more easily when using the Nintendo Wi-Fi connection. Use this feature to add or delete players from your Friend List.

NOTE: Your own "friend code" is created when you select a character (or save data to load) the first time you use Wi-Fi Duel.

NOTE: Opponents you fight in the linked mode are automatically added to your Friend List.

Nickname of friends on your friend list.

VIEWING YOUR INFO

Touch Your Info to view the following:

Nickname: Your nickname.

Rating: A score representing your strength. Increases as you win Wi-Fi duels.

Friend Code: A 12-digit number that allows other players to add you to their Friend List.

ADDING TO YOUR FRIEND LIST

To add another player to your Friend List, touch the Add button, then enter the player's friend code. To view your own code, touch Your Info. Let all your friends know your friend code!

DELETING FROM YOUR FRIEND LIST

To remove a player from your Friend List, select his or her name, then touch Delete. The only way to restore a deleted friend to your list is to add him/her all over again.

NOTE: If your Nintendo Wi-Fi connection doesn't work, please see the separate Nintendo Wi-Fi Connection Instruction Booklet for more details.

REGISTER THIS GAME NOW AND STAY IN THE KNOW!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.